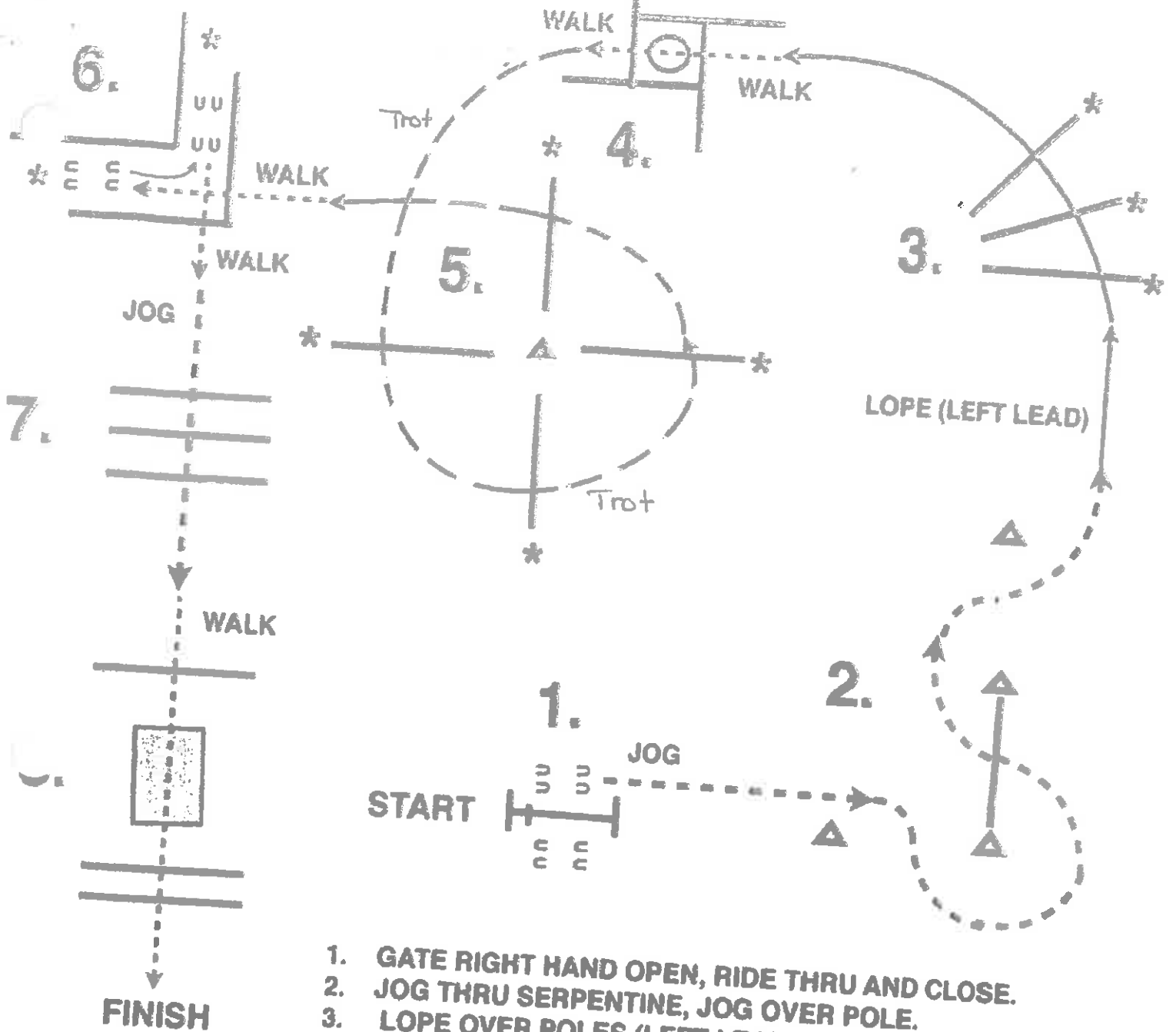


Intermediate Trail

WALK / Trot / Canter

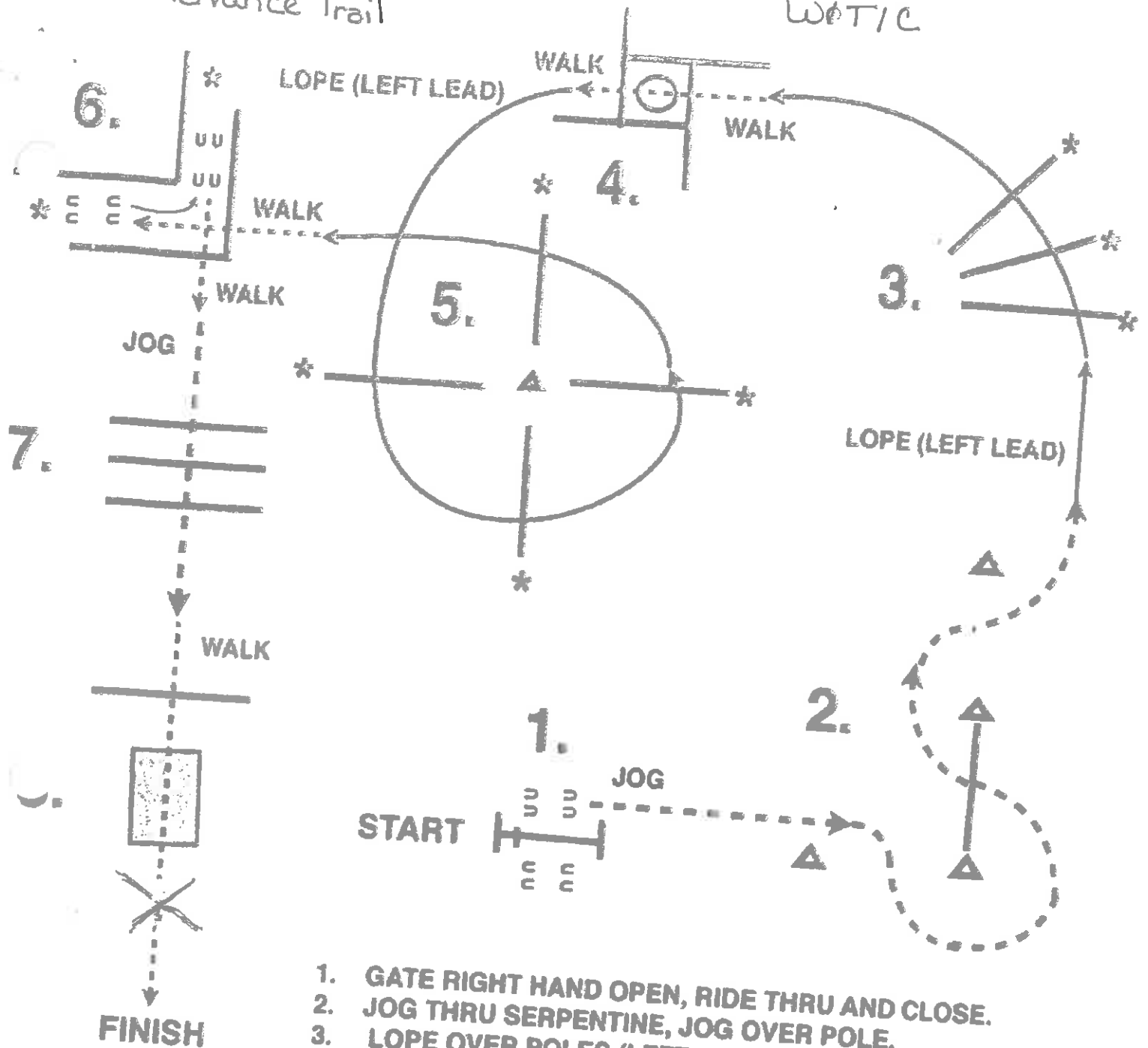


Class 187, 188, 189

Setup 12-14 8-11

Advance Trail

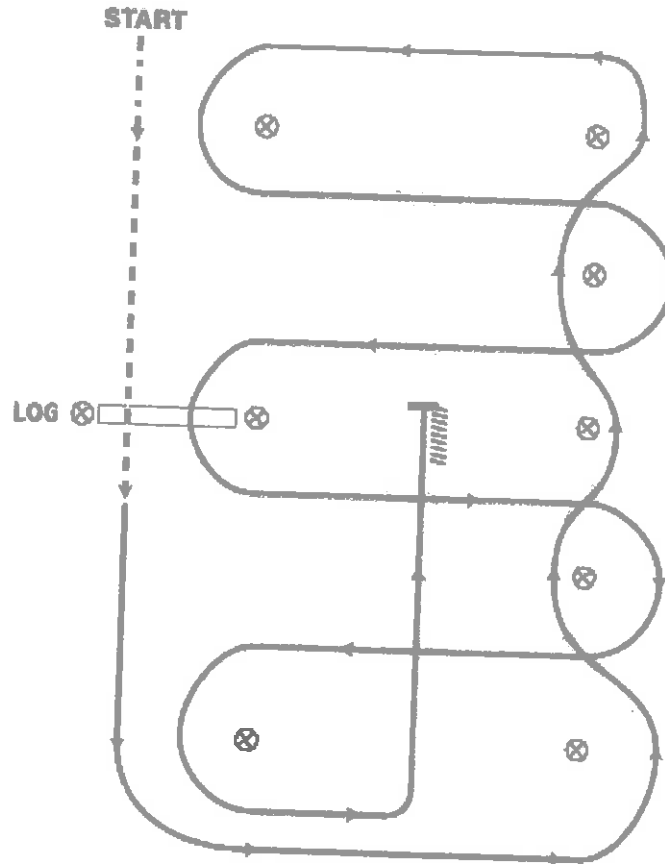
WOT/C



1. GATE RIGHT HAND OPEN, RIDE THRU AND CLOSE.
2. JOG THRU SERPENTINE, JOG OVER POLE.
3. LOPE OVER POLES (LEFT LEAD).
4. STOP OR BREAK TO THE WALK, WALK INTO BOX, 360 TURN EITHER DIRECTION, WALK OUT BOX.
5. LOPE OVER SPOKE (LEFT LEAD).
6. STOP OR BREAK TO THE WALK, WALK INTO "L" BACK AROUND CORNER, WALK OUT "L".
7. JOG OVER POLES.
8. STOP OR BREAK TO THE WALK, WALK OVER POLES AND OVER BRIDGE. (Rised Cross Poles)

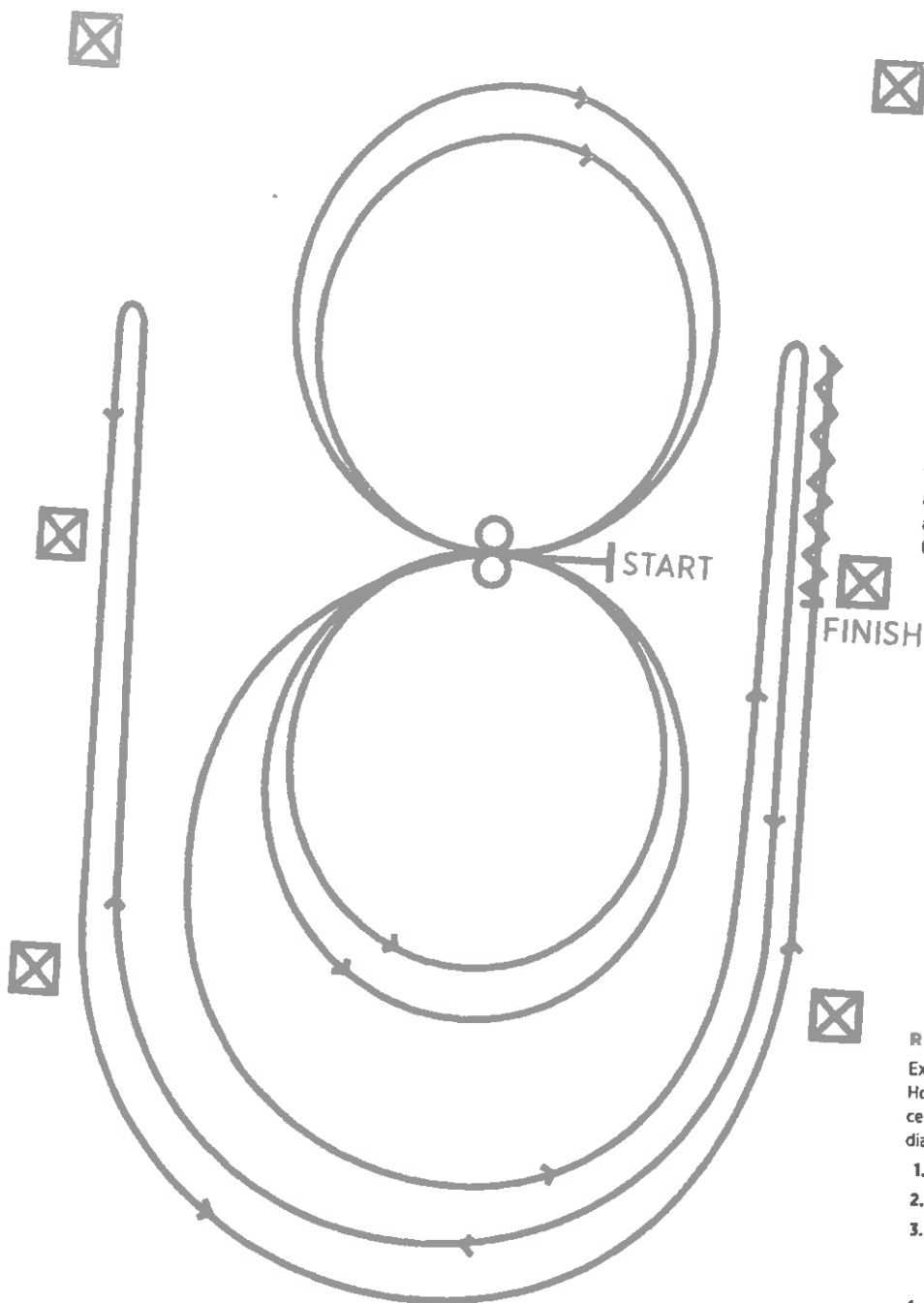
Class 191, 192, 193
 Sup 12-14 8-11

Western Riding
Class 195, 196, 197
15-4p 8-14 8-19
Novice Novice Advance



WALK - - - - - JOG - - - - -
LEAD CHANGING AREA - - - - - LOPE - - - - -

Class 198, 199
1544P 8-14



Reining pattern 2

REINING DIVISION

"To rein a horse is not only to guide him, but also to control his every movement. The best reined horse should be willingly guided or controlled with little or no apparent resistance and dictated to completely." (*Jim Willoughby, quoted in the National Reining Horse Association 2022 Handbook: Rules, Regulations, and Judges Guide*)

APPOINTMENTS OF HORSE & RIDER—See the "Western Appointments" section of the Western Riding Division. Skid boots, splint boots and protective leg wraps are optional in reining classes.

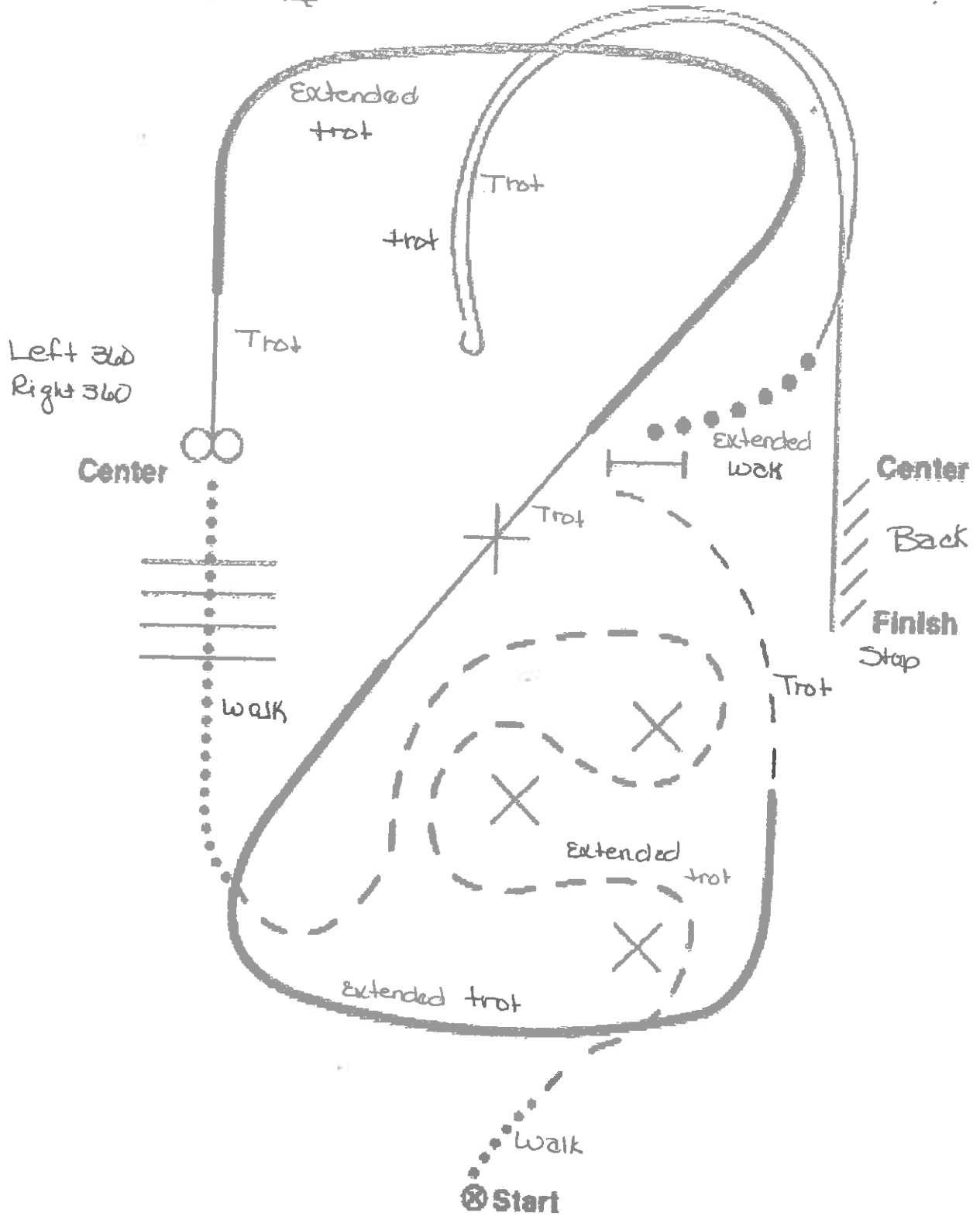
The judge will indicate the length of the pattern with markers on the arena fence or wall. Markers within the area of the pattern may be used as a guide, but circles, figure eights, and other movements do not have to be performed within the markers.

REINING PATTERN 2

Exhibitors may walk or trot their horses to the center of the arena. Horses must walk or stop before starting the pattern. Begin at the center of the arena facing the left wall or fence. (See fig. 19 for a diagram of reining pattern 2.)

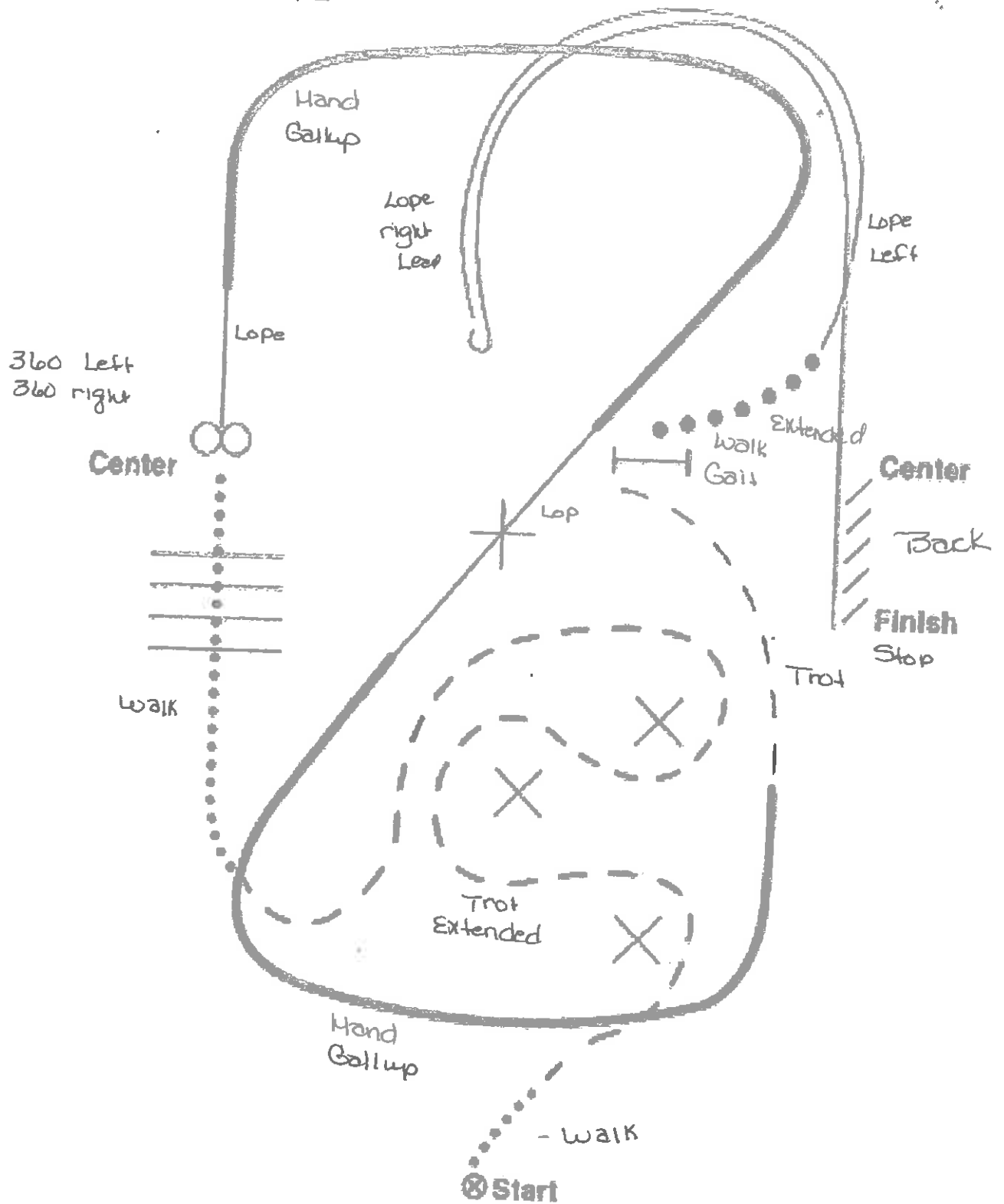
1. Complete one spin to the right. Hesitate.
2. Complete one spin to the left. Hesitate.
3. Beginning on the left lead, complete two circles to the left, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
4. Complete two circles to the right, with the first circle large and fast, and the second circle small and slow. Change leads at the center of the arena.
5. Begin a large fast circle to the left but do not close this circle. Run up the right side of the arena past the center marker and do a right rollback at least 20 feet (6 meters) from the wall or fence—no hesitation.
6. Continue back around the previous circle but do not close this circle. Run up the left side of the arena past the center marker and do a left rollback at least 20 feet (6 meters) from the wall or fence—no hesitation.
7. Continue back around previous circle but do not close this circle. Run up the right side of the arena past the center marker and do a sliding stop at least 20 feet (6 meters) from the wall or fence. Back up at least 10 feet (3 meters). Hesitate to demonstrate that you have completed the pattern.
8. Dismount and drop the bridle to the designated judge.

Ranch Riding WITH



Class 201, 203
134p 8-14

Ranch Riding WITIC



Class 200, 202
154up 8-14